

CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM LIBRARY!

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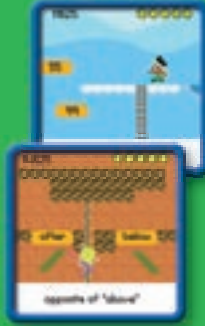
LEAPSTER™

MULTIMEDIA LEARNING SYSTEM ACCESSORIES



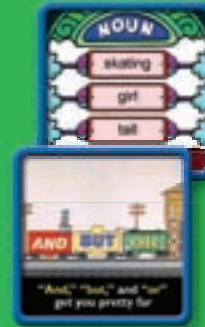
2ND GRADE

Meet the Algorithmics and engage in an extraordinary battle to stop a sinister villain from silencing the music of the world! This Leapster game teaches more than 50 essential skills for second grade.



GRAMMAR ROCK®

Experience classic Schoolhouse Rock with a new twist! Sing along with five animated songs and play an interactive game to learn the fundamentals of grammar!

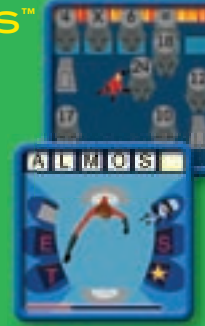


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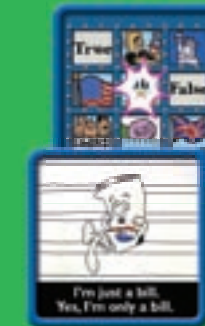
THE INCREDIBLES™

Meet the Incredibles and engage in an extraordinary battle of wits and superpowers! This Leapster game teaches spelling, grammar, math and problem solving.



AMERICA ROCK®

Experience classic Schoolhouse Rock with a new twist! Sing along with five animated songs and play an interactive game to learn the fundamentals of American history!



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Actual covers may vary. All titles may not be available in all markets.
Images are representative of gameplay and do not reflect actual screenshot pixelation.

RECHARGING SYSTEM

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack—and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster handheld directly from an AC outlet!



Includes:

- Recharging dock
- AC adapter
- Rechargeable battery pack



CARRYING CASE

This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

Recharging System and Carrying Case each sold separately.
May not be available in all markets outside of the U.S.



LEAPSTER™

MULTIMEDIA LEARNING SYSTEM



INTERACTIVE
VIDEO
CARTRIDGE

PARENT GUIDE
WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.



Join the super stylin' world of the smart, sassy Bratz™ and learn just how cool it is to be smart! Learn essential reading and math skills for third and fourth grade as you help put on a fabulous Passion for Fashion™ show!



Getting Started:

1. Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

Sign In:

1. Follow the on-screen instructions to sign in.
2. The Leapster™ handheld will store the game information of up to 3 players. To remove a player, touch the "X" button on the screen.



Many Ways to Play:

BRATZ™ World – The Jet Set has 5 fabulous learning games. Touch a game icon with the stylus to start the game. To skip the intro movie, touch the screen with the stylus or press the "A" button.

3. Touch the key to see Webcodes you've earned. Log onto www.leapsterworld.com and put in your Webcodes for a surprise! To turn off the background music, touch the musical note in the bottom right corner of the screen. This setting will return to "Music On" each time the unit is powered on.



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MATH BASEBALL
It's game time! Use your addition, subtraction, multiplication and division skills to win the baseball championship!



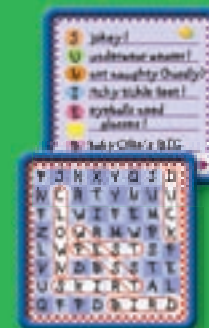
MR. PENCIL'S LEARN TO DRAW AND WRITE
Dozens of art tools and more than 100 step-by-step lessons let children draw, write and create anything they can imagine.



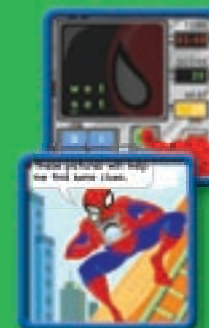
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JUNIE B. JONES
This interactive journal is packed with activities that encourage creative writing, reading, drawing and sharing ideas with your best friend, Junie B. Jones!



SPIDER-MAN™
Swing into action with Spider-Man and experience classic intrigue and suspense! This Leapster Electronic Comic Book tells the story frame-by-frame and teaches essential reading, grammar and spelling skills.



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COMING SPRING 2005!



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Images are representative of gameplay and do not reflect actual screenshot pixelation.

Learning at All Levels

The games in *BRATZ™ World – The Jet Set* advance through three levels of difficulty. Each level increases in the complexity of both the skills being taught and the facility needed to play the games. In *Spa Daze!*, for example, the levels go from 1) identifying fractions; to 2) comparing fractions with like denominators; to 3) comparing fractions with related but unlike denominators.

How the Hint Button Works

The goal of the Hint button is to launch a tutorial that demonstrates correct strategies for applying a skill. In *We're Going Places!*, when a player presses the Hint button, a tutorial screen will show the player the shape of the state she is being asked to identify. In *Spa Daze!*, a tutorial will use the numbers from the problem at hand to clarify the concept. Players may then try the problem again with a greater opportunity for success.



Meet the Bratz™

How to Play

Story Summary: They have a passion for fashion and a keen sense of style. Who are they? They're the Bratz: Cloe™, Jade™, Yasmin™ and Sasha™. The girls love to hang out and look cool. Like all teenagers, they like going to the mall and slumber parties, hanging out in school hallways and talking to friends on the phone. They're savvy, sassy and super smart—just like the players of this game!



As the game begins, the girls are being chased by the paparazzi. With a flash of the camera, each girl appears on the cover of a magazine—and what better place for The Girls with a Passion for Fashion™! After all, they do have fashion sense. Players build their own supply of “fashion cents,” or reward points, by playing the following games:

- **Totally Text Messaging!:** Players help the girls make sense of text messages they receive by correcting the spelling and grammar mistakes.
- **We're Going Places!:** Players help the girls use a map to locate destinations they'd like to visit in their upcoming road trip.
- **Winter Numberland!:** Players help Sasha snowboard down steep mountain slopes and answer multiplication and division problems.
- **Spa Daze!:** Players join Jade for a facial and massage at Salon 'n' Style, while helping her prepare for a math test on fractions and decimals.

The Big Payoff: Players earn “fashion cents” for correct responses in each respective game. The rewards can then be used to “unlock” one of the Bratz and the backgrounds and outfits she will wear on photo shoots in the *Passion for Fashion* show. Once players have made their choices, they touch  to take a photo of the girl and put her on the cover of a magazine. Players can play a slide show of the fashion images they've created by first touching  to save each image and then touching  to play the slide show.

TOTALLY TEXT MESSAGING!

HOW TO PLAY

The girls are at the mall, using text messages to stay in touch with each other. But the reception in the mall is making the messages garbled! Players must decipher each message by choosing the correct option to correct a word, phrase or punctuation mark mistake from a drop down menu of choices. After correcting a handful of messages, players can send their own message to the girls!



WHAT'S BEING TAUGHT?

Spelling: Players use their proofreading skills to correct the spelling of frequently misspelled words.

Levels 1 and 2: include words that are frequently misspelled in third grade.

Level 3: includes words that are frequently misspelled in fourth grade.

Capitalization and Punctuation: Players use their proofreading skills to correct errors in capitalization and punctuation.

Levels 1 and 2: include capitalization errors in the names of dates and places, as well as punctuation errors in the use of the apostrophe.

Level 3: includes capitalization errors in the names of cities and states, as well as punctuation errors in the use of commas in a series and commas used within quotation marks.

Grammar: Players apply their understanding of grammar to correct common errors of language usage.

Level 2: includes errors in the use of homophones, as well as double negatives.

Level 3: includes errors in the use of adverbs.

WHY IS THAT IMPORTANT?

Research has shown that when children self-correct, or proofread their own work, the frequency of errors diminishes because the corrections seem to “stick.” Visual skills come into play when children proofread their writing, for example. This important step in the writing process ensures that children check their work for spelling errors, proper capitalization and punctuation, and basic grammar rules. Games, such as *Totally Text Messaging!*, not only reinforce proofreading skills but also support the visual skills that make spelling and the rules of language usage automatic.

WE'RE GOING PLACES!

HOW TO PLAY

While the Bratz have a slumber party, they dream about all the road trips they'd like to take. Players can help them plan their itinerary in regions of the U.S. or Canada by visiting as many different locations as possible before time runs out!



WHAT'S BEING TAUGHT?

Geography: The ability to locate and identify the different states and capitals of the United States, and the provinces and capitals of Canada.

Level 1: includes identifying the states and provinces, as well as using a compass rose and directional clues to navigate a map.

Level 2: includes identifying state and provincial capitals.

Level 3: includes identifying states and provinces, their capitals, and a few fun facts about each one.

NOTE: For players with little or no prior knowledge of U.S. and/or Canadian geography, it may be helpful to begin with the “Explore” mode in order learn these concepts before game play.

WHY IS THAT IMPORTANT?

One key area of social studies curriculum is geography, the study of the earth, including its people, resources, climate and physical features. Where in the world is our nation? In which state or province do I live? What are the characteristics of my region of the country? Games, like *We're Going Places!*, help youngsters orient themselves to their place in the world. Once children can identify their own state or province, as well as nearby states or provinces on a map, they can begin to understand how location affects their way of life, including the resources available to them, the kind of weather and climate they experience, the kinds of products their region is known for and so much more!

WINTER NUMBERLAND!

HOW TO PLAY

Sasha™ is showing her stuff on the slopes by snowboarding through her times tables and division facts! As math facts appear at the top of the screen, players use the arrow keys to steer Sasha through the gate that contains the right answer to each math sentence. But watch out! She'll have to avoid trees and boulders. Players press the "A" button to help Sasha make jumps and spins to increase her speed. Keep an eye out for Cameron™; he makes a cameo appearance in this game!



WHAT'S BEING TAUGHT?

Level 1: highlights the multiplication tables to 12.

Level 2: highlights division facts to divisors of 12.

Level 3: reviews multiplication and division facts practiced in preceding levels.

Note: Players also have the option of selecting and practicing specific multiplication tables with this game (working specifically on their 7s or 8s tables, for example).

WHY IS THAT IMPORTANT?

Basic math facts are internalized through practice. Eventually, the multiplication tables and their inverse division facts become automatic. Games, such as *Winter Numberland!*, reinforce those skills in a fun, lively way while building the player's eye-hand coordination through a maze of obstacles that accompany the equations.

SPA DAZE!

HOW TO PLAY

Jade™ has a big math test tomorrow, and she is totally stressed out! She decides to take a break at Salon 'n' Style for a facial, and she falls asleep, dreaming all about math. Players help Jade solve the math problems in her dream by pressing the “A” button to jump to the soap bubbles with the right answers. But watch out! There are obstacles blocking the way: out-of-control powder puffs, fast-moving rollers and nail polish spills. Players press the “B” button to put Jade’s handy blow dryer into action blowing away the powder, freezing the rollers and drying the nail polish spills!



WHAT'S BEING TAUGHT?

Level 1: includes rounding decimals to the nearest tenth; finding equivalent decimals; comparing decimals to the tenths place and identifying fractions.

Level 2: Level 2 includes rounding decimals to the nearest tenth and hundredth; finding equivalent decimals; comparing decimals to the hundredths place; finding equivalent fractions to 28ths; and comparing fractions with like denominators.

Level 3: includes rounding decimals to the nearest tenth, hundredth and thousandth; finding equivalent decimals; comparing decimals to the hundredths place; finding equivalent fractions to 40ths; and comparing fractions with unlike denominators.

WHY IS THAT IMPORTANT?

Understanding fractions is a great way to compare parts to the whole, a skill that has great application in everyday life. Whether one is comparing how many pieces of a pie will be eaten by guests or how many voters turned out to vote in an important political election, fractions are a way to take a measure of things and form generalizations from them. An understanding of decimals has everyday applications. Comparing decimals to the hundredths place, for example, is the way we measure and compare our use of coins for money.

PASSION FOR FASHION SHOW

HOW TO PLAY

It's time for players to put their "fashion cents" to good use. Players turn their passion for fashion into the fashion styles of tomorrow by clicking on the icons:



To change a hairstyle, for example, players touch  and scroll through the different choices. When all choices have been made and players have achieved the look they want to create, players touch the camera to take a photo of their model. *Voila!* Once the photo is taken, it will appear on the cover of a magazine.

To save the photo, players touch  at the lower right of the screen. They can then return to the "dress up" screen and remodel or redesign another outfit. Players can create as many high-fashion looks as they like, save them, and replay them as a photo shoot slide show by touching the slide screen.

Happy Designing!

TRY THIS AT HOME:



Reinforcing Language Arts

- Encourage your child to make up stories or write articles, using his or her weekly spelling words. Then, together with your child, proofread the written work, checking for correct spelling, as well as proper use of capitalization, punctuation and grammar.
- Encourage your child to maintain a written correspondence with a family member who lives far away. Together, check the work for accuracy of spelling and usage before sending off the correspondence.
- Encourage your child to write thank you letters to family members and others who give them gifts.
- Play “Twenty Questions” with people, places and events. First, have your child ask the questions. Upon completing the 20 questions, have your child write the answer on a sheet of paper. Remind your child that all proper nouns begin with a capital letter. Have your child use the subject in a sentence, and check for correct use of capitals, punctuation and grammar.



Reinforcing Geography

- Use a map of North America to play “Where Am I?” with your child. Choose a starting point and a destination. Then, guide your child toward that destination using directional clues, such as: Move one state or province south and west of Delaware or Ontario. Try to get from your starting point to your destination, using 5 steps or directional clues.
- With your child, find out about your state or province and your nearby states or provinces. Put together your own Fun Fact Cards about each one, using facts that are different from the ones in this program. For example, what is your state or province flower? State or province bird? State or province motto? What is your state or province best known for? What is the greatest tourist attraction in your state or province? Make a list of questions to answer. Then, use your local library or the Internet to find the answers.



Reinforcing Math Skills

- Make up a jingle, song or rhyme to practice multiples of 7, 8, 9, or any table that is giving your child a tough time. For example, *8 groups of 7 sticks, 8×7 is 56.*
- Make a set of flash cards for each of the multiplication tables. Help your child identify answer patterns as they progress from $n \times 1$ to $n \times 12$.
- Play "Fraction Concentration." On index cards, write fractions and their equivalents with unlike denominators. For example, $1/2$ and $6/12$; $1/3$ and $8/24$; $1/4$ and $10/40$. Create a deck with 10 pairs of fractional equivalents. Then shuffle the cards and arrange them face down in a 4×5 grid. To play, take turns turning over two cards. If the player turns over a fraction and its equivalent, he or she keeps the cards. If not, the player replaces the cards. When all cards have been matched, the player with the most cards wins. Repeat this procedure, using cards that show fractions and their decimal equivalents. For example, $1/2$ and $.50$; $5/8$ and $.625$; $3/5$ and $.6$; and so on. Shuffle the cards and have players match each fraction to its equivalent decimal.
- Write three fractions across the top of a sheet of paper: $3/8$, $1/2$, $5/12$. Challenge your child to create as many math sentences as possible from these fractions, using only two at a time. For example, $1/2 > 3/8$. How many math sentences can your child come up with? Take turns, choosing the fractions and creating the math sentences.

U.S./Canada Consumer Service Contact:

Please visit our U.S. Consumer Support Web site at: <http://www.leapfrog.com/support>, or our Canada Consumer Support Web site at: <http://lfcanada.custhelp.com>, 24 hours a day. You can search for frequently asked questions, review your previous questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at: <http://leapfroguk.custhelp.com>, 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435

Eire: 00 44 1702 200244

Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of 3 months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this

warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement product will be covered under the original warranty or for 30 days, whichever is longer.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some counties do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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